



*Skieth Webb*  
*Storyboard Artist*



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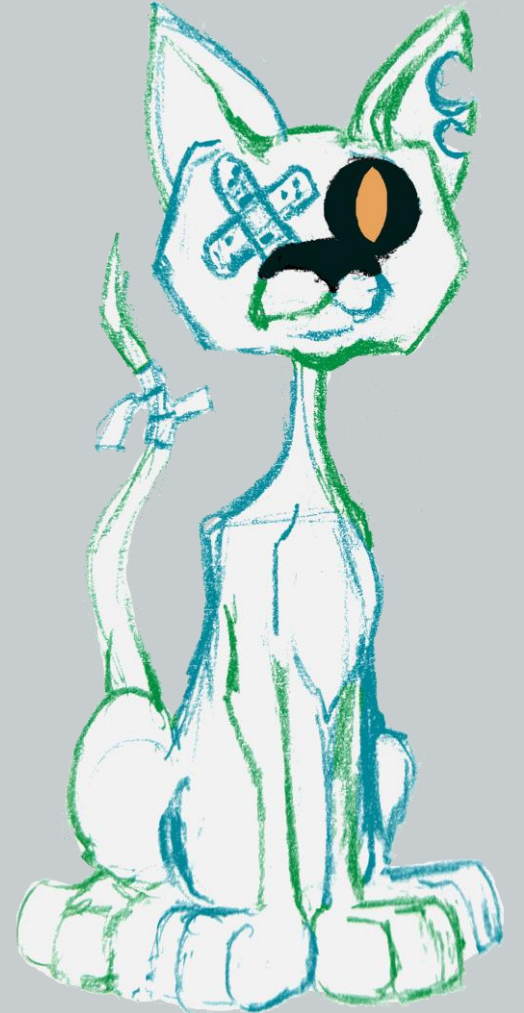
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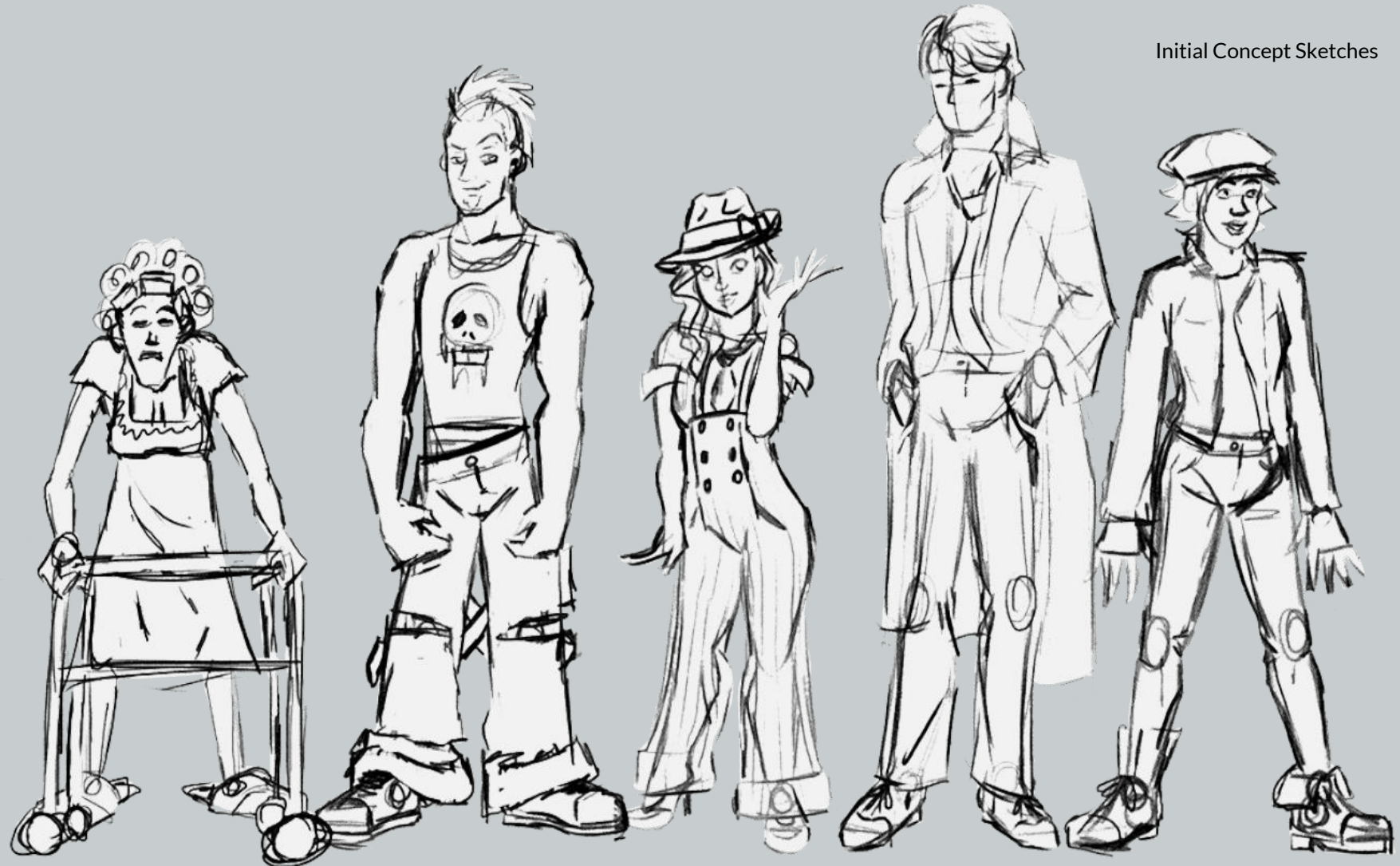
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# House Breaking

City life can be hard. It's even harder when people are shooting at you while you are trying to do your job. Working in the Mafia is a dangerous job, but it's a living. Who better to run a Mafia than a long line of werewolves? Someone has to teach those blood sucking politicians and vamps their place in this city after all. But after the shooting is done and the money is dished out, learning to blend with the humans is a challenge when you were literally raised by wolves.

This is an action packed slice of life as you follow one werewolf pack as they try to keep people from finding out their secrets and illegal activities as they go through their lives and assignments from the Don.



Initial Concept Sketches

# House Breaking - Rose



Rose is the Alpha of the pack and the Don's niece. Her personality is very sweet and nurturing but has a short fuse tied to an atomic bomb of a temper. She has big dreams of running the family business herself one day and making changes to how things are.

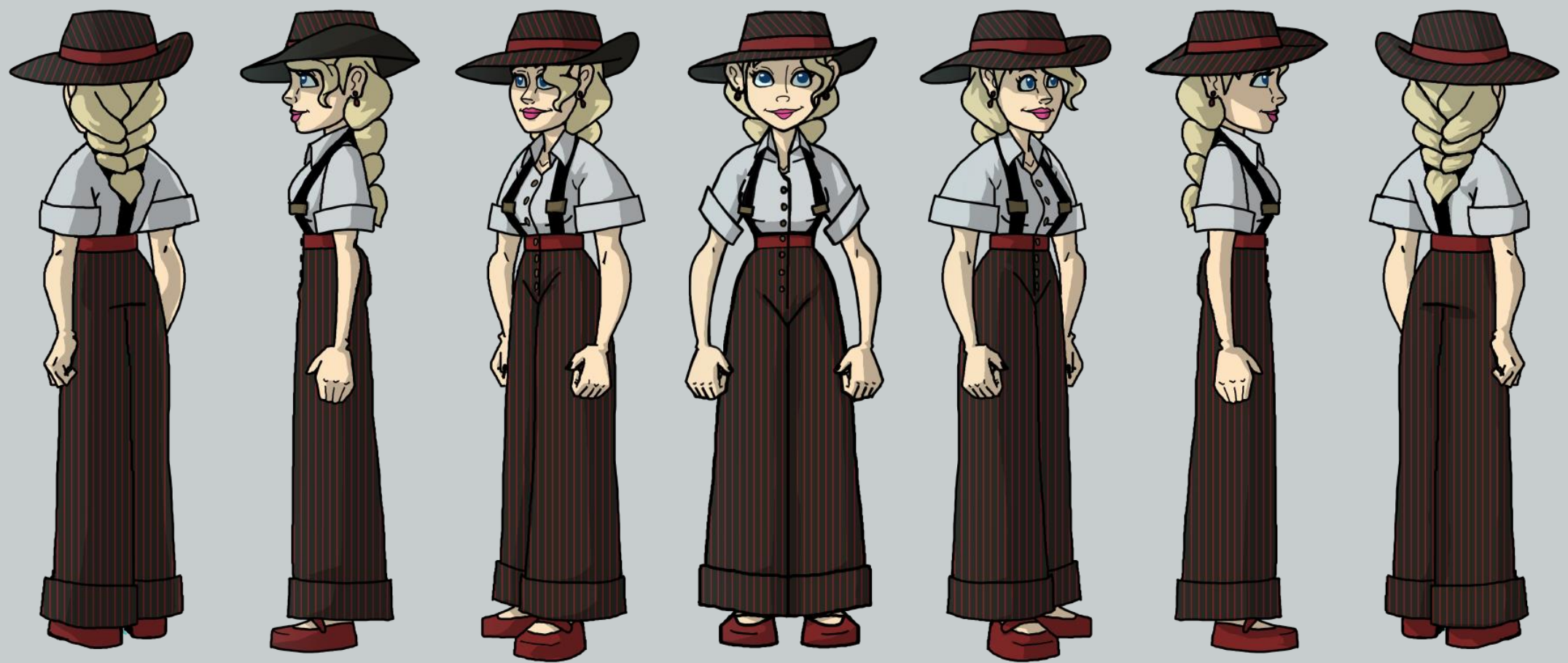
I wanted to give her a strong traditional mafia vibe with a modern touch. I used heart shapes in her body and hair design to fit her more mothering side while choosing a more reserved color palette to help give her a more serious edge.



Top: Outfit exploration. Left: Color exploration



# House Breaking - Rose



Rose Seven Point Turn Around

# House Breaking - Rose



For Rose's action poses I really wanted to bring out the contrast between her home and work life. A homemaker in her down time she is often making new creations in the kitchen. Is a thoughtful leader and tries to make everyone feel valued as an individual. On the other hand, she is willing to lay down heavy fire to get those same individuals out of trouble and lets her anger out in the workplace.

For this series style I took inspiration from Jamie Hewlett's early style he uses for the band Gorillaz, taking aspects of a wolf's features and blending that into facial features since I was dealing with werewolves. Then I merged that with the simplicity of Bruce Timm's style for cleaner animation.



# House Breaking - Rose

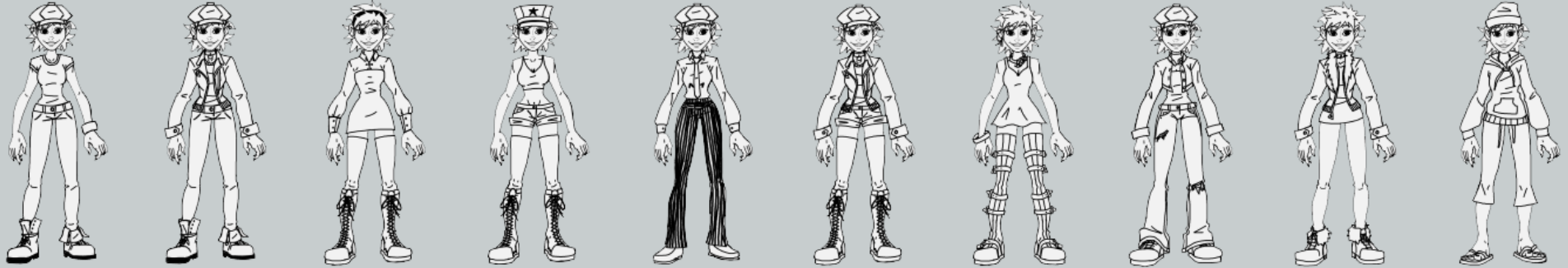
Rose expressions



Rose takes on a lot of roles and can be swept up in her emotions of the moment. I want to show a range of emotions and possible moments from this character who tries to put on a confident leadership front, but suffers from conflicted feelings about her job and the dangers it puts those she cares about in. As well as reactions to how she deals with those same people in their home life.



# House Breaking - Jinx



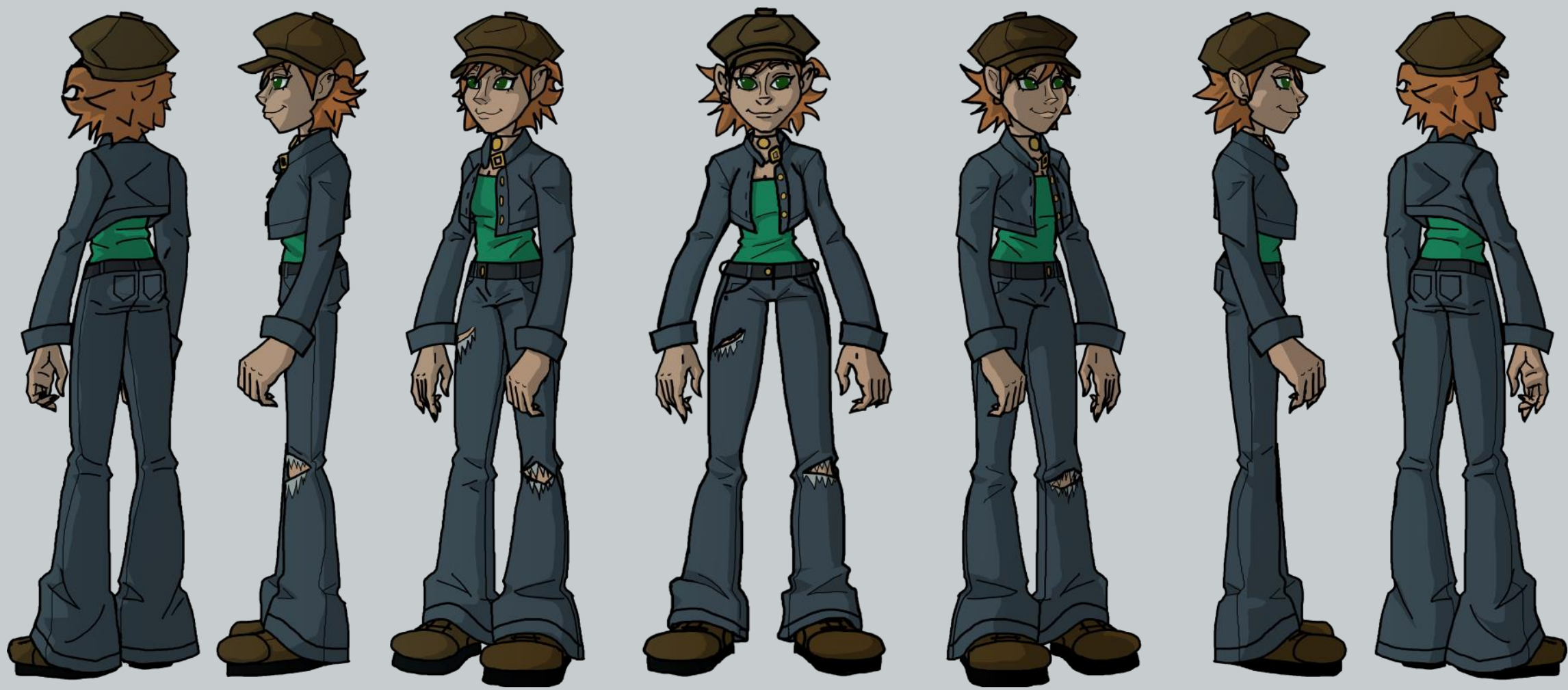
Jinx is the wild child of the group. Born as a wolf, she has a hard time adapting to social norms and can get pretty rough. Her outfit was given some more durable material and shows wear and tear from how rough she is on it. The choker is designed to symbol a dog's tags.



Top: Outfit exploration. Left: Color exploration



# House Breaking - Jinx



Jinx Seven Point Turnaround

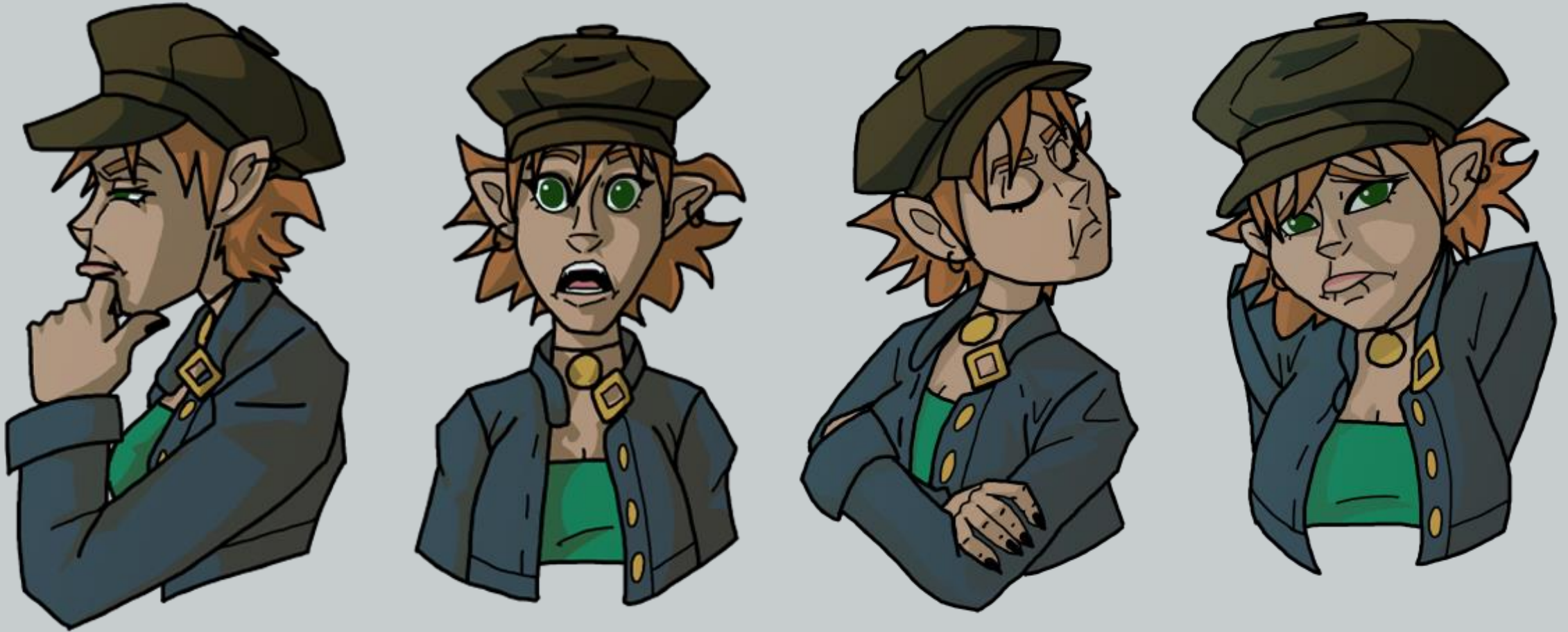
# House Breaking - Jinx



Jinx is a brawler fighter in battle and a happy puppy at home. She is naïve to the world but lives every moment to it's fullest. When drawing her, I always try and keep in mind, how would a wolf do this if it had human limbs?

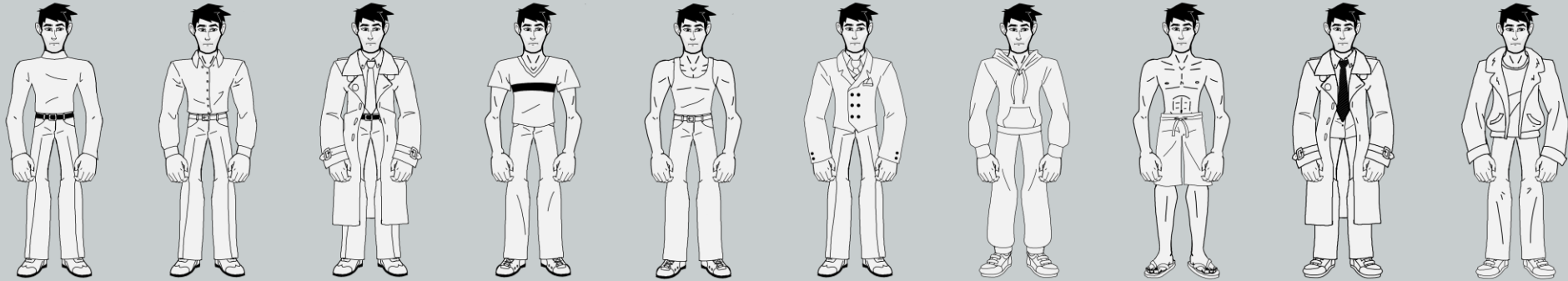


# House Breaking - Jinx



Jinx's features are more strongly influenced by her wolf nature than Roses. Her ears are pointed and act like wolf ears, relaying her emotions.

# House Breaking - Shadow



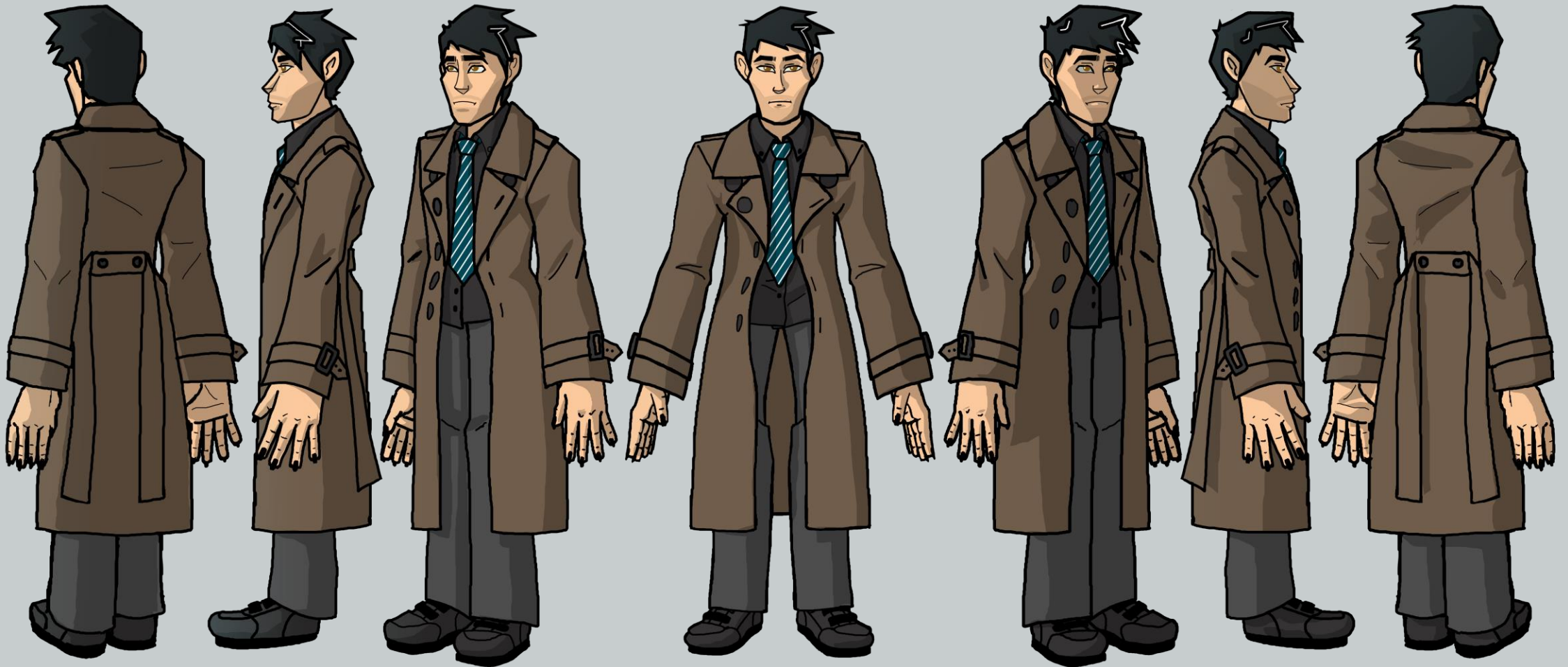
Shadow is an older wolf born werewolf in this story. He learned to act human by watching TV and saw a lot of old crime noir movies. This is reflected in how he chooses to dress.



Top: Outfit exploration. Left: Color exploration



# House Breaking - Shadow



Shadow Seven Point Turnaround

# House Breaking - Shadow



Shadow believes himself to be a misunderstood hero and will try and keep poses and actions that he has seen in movies. Fearless, but not stupid, he will move into actions but always remember to keep himself protected.



# House Breaking - Shadow



Being wolf born, Shadow was also given pointed ears and more wolf like head structure influence. Normally calm, when he does express his emotions it is in earnest.



# House Breaking - Environment



6 AM



12 PM



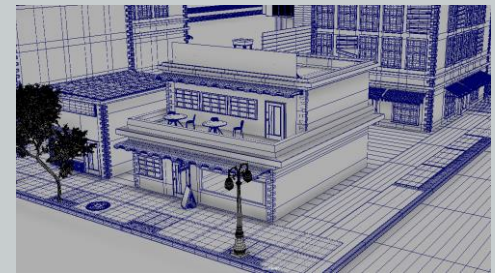
6 PM



12 AM

Outside environment light study for a coffee shop that a shoot out will happen at in the pilot episode. Gave it a wide pane window for framing a car crashing into it later.

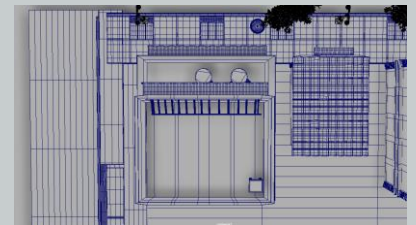
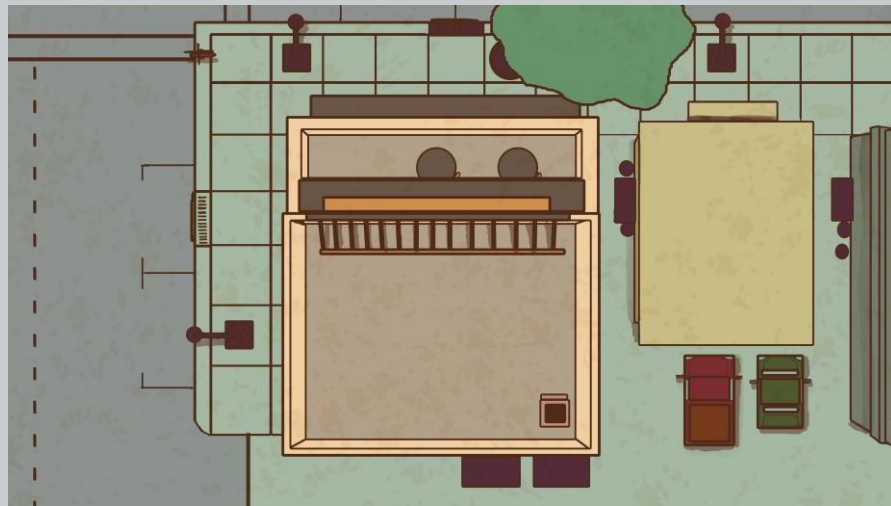
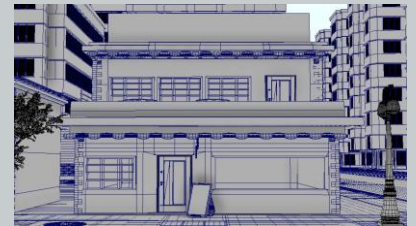
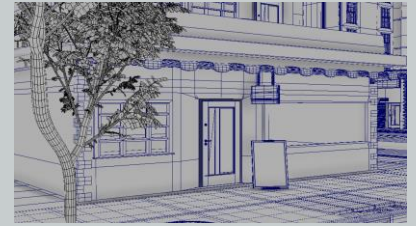
All environments were first block modeled in maya and used both premade assets and assets created where needed to provide a reference for consistent prop placement.



Software: Photoshop and Maya



# House Breaking - Environment



Software: Photoshop and Maya

# House Breaking - Environment



6 AM



12 PM



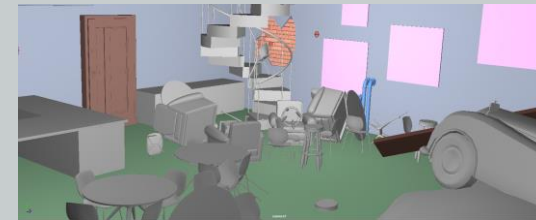
6 PM



12 AM

Inside of the coffeeshop Speak-EZ- Coffee. I wanted the décor to blend into the show's traditional mafia theme set in modern times.

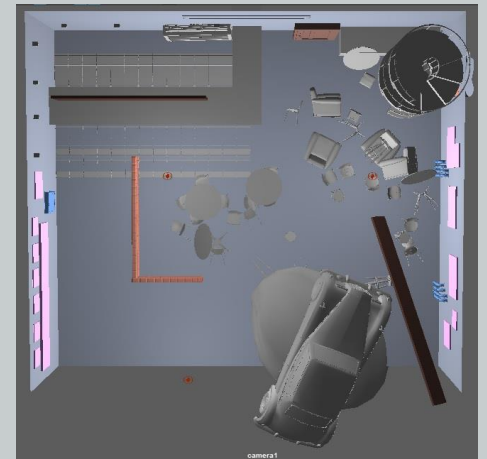
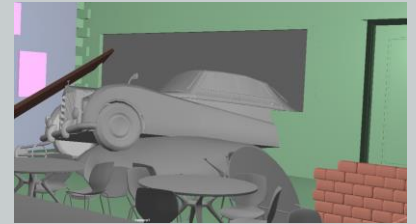
This is the setting for where the werewolf fight and the shoot out will occur in the episode.



Software: Photoshop and Maya



# House Breaking - Environment



Software: Photoshop and Maya

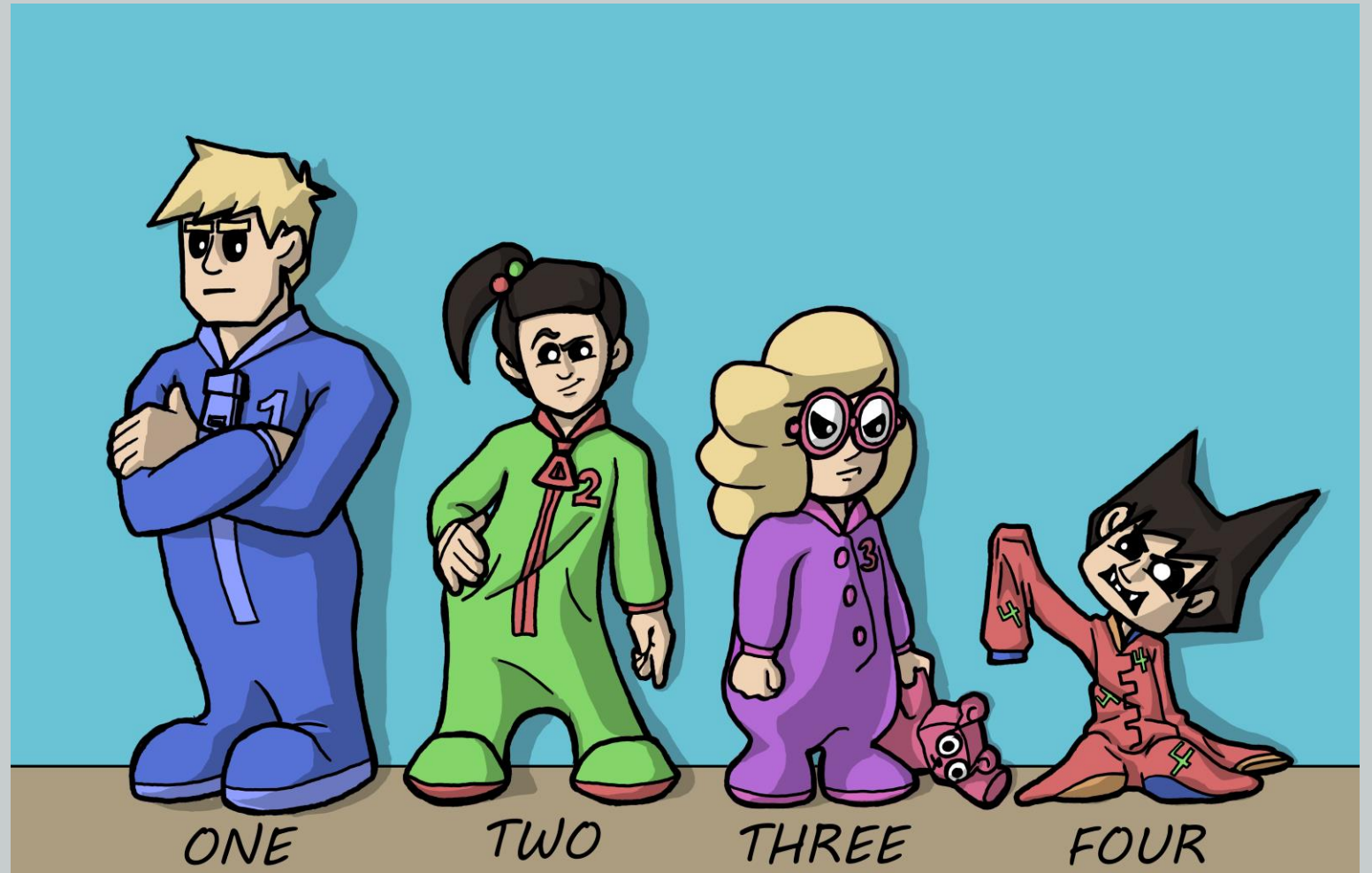
# Siblings

Set in the early 90's, Siblings is a web series concept taken from stories of me and my siblings growing up. It explores concepts of how children see the world in a unique and extreme perspective.

I based the personalities and designs of the characters off of a merger of my siblings and the number of our place in line of oldest to youngest.

This idea came from how my parents had us sound off our number before they would go or leave a place to make sure they weren't forgetting a child. Something that saved us more than a few times.

All of the children have outfit color schemes that match their numbers.

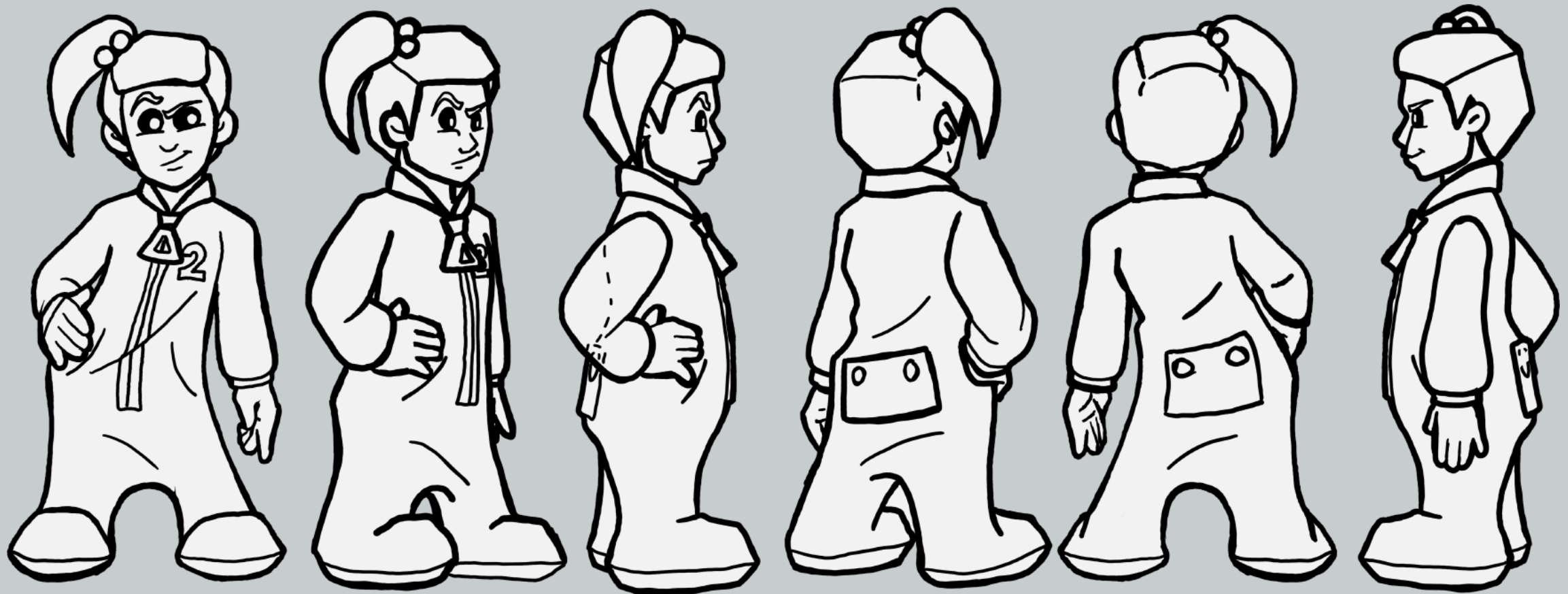


Final Character Designs Line Up



# Siblings – Number Two

Number Two is an adaptive and spunky child that isn't above using her siblings as guinea pigs to test out her theories. Because of that I based her design with triangles mixed with elements of the number two into her design. Mixing some sharpness with curves.



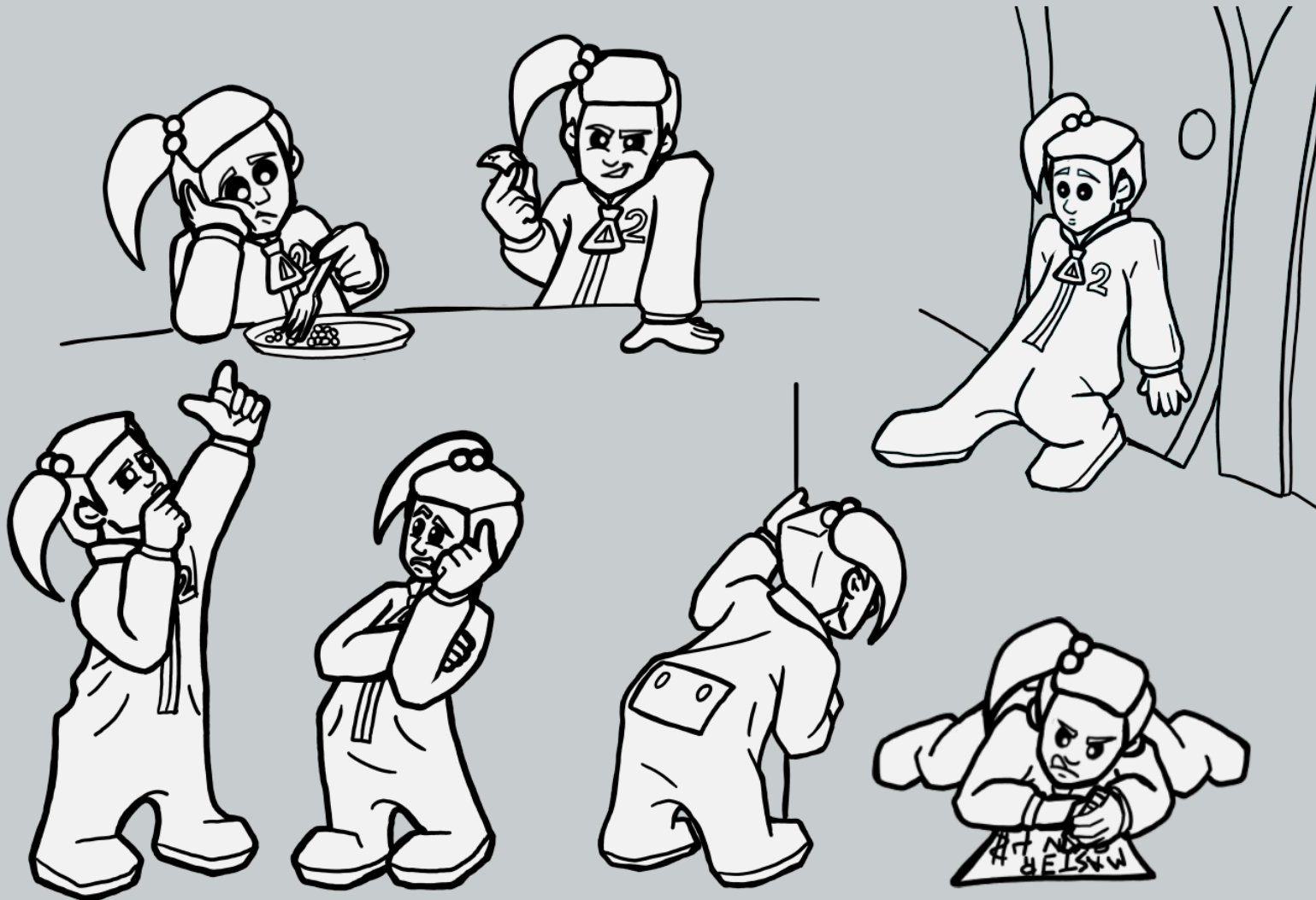
# Siblings – Number Two

For the style of this series, I drew inspiration from shows like the Animaniacs, Adams Family, Malcom in the Middle, Rugrats, and many online youtubers that discuss life stories.

I went with black eyes that had white pupils to reflect that children till they get older and have more experiences about how their actions can affect others, can be brutally honest and devious. Lacking empathy till they learn more about the world.



# Siblings – Number Two

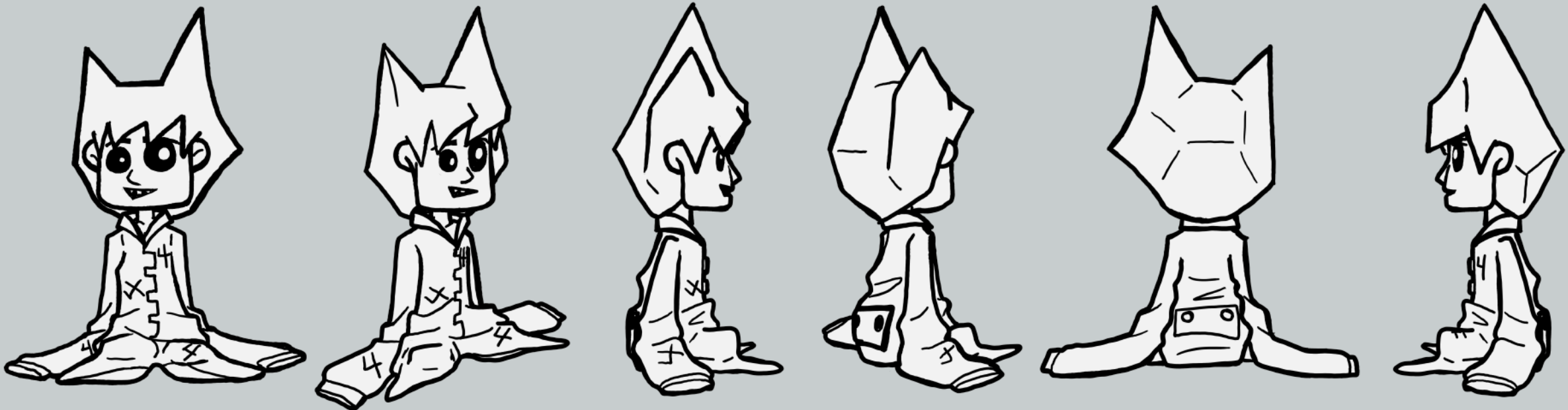


Confident and intelligent, Number Two is a planner and is obsessed with the idea of making cash. When she is focused she can be completely focused. Anything she doesn't find interesting however will be clearly expressed. When she is dealing with another trying to convince someone, think of used car salesman vibes.



# Siblings – Number Four

The youngest boy and full of crazy ideas and endless energy, Number Four was given a design to be both adorable and unsettling. The fourth child in the family, he wears a hand-me-down footie pajama onesie with his number drawn in marker all over it. Themes of four are repeated through his design and his hair is designed to reflect this as well.

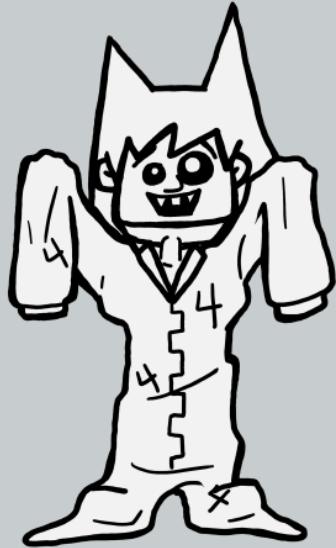


# Siblings – Number Four

Number Four while an energetic and destructive force of ADHD nature, has a devious and a very sensitive side. All emotions are to the extreme to him. There is no middle ground when it comes to this character. Everything will always be over the top.



# Siblings – Number Four



Motions, expressions, and silhouettes with this character should use all the aspects of his over sized onesie and sporadic hair. Use these to draw attention to the characters movements and wild sugar fueled energy.





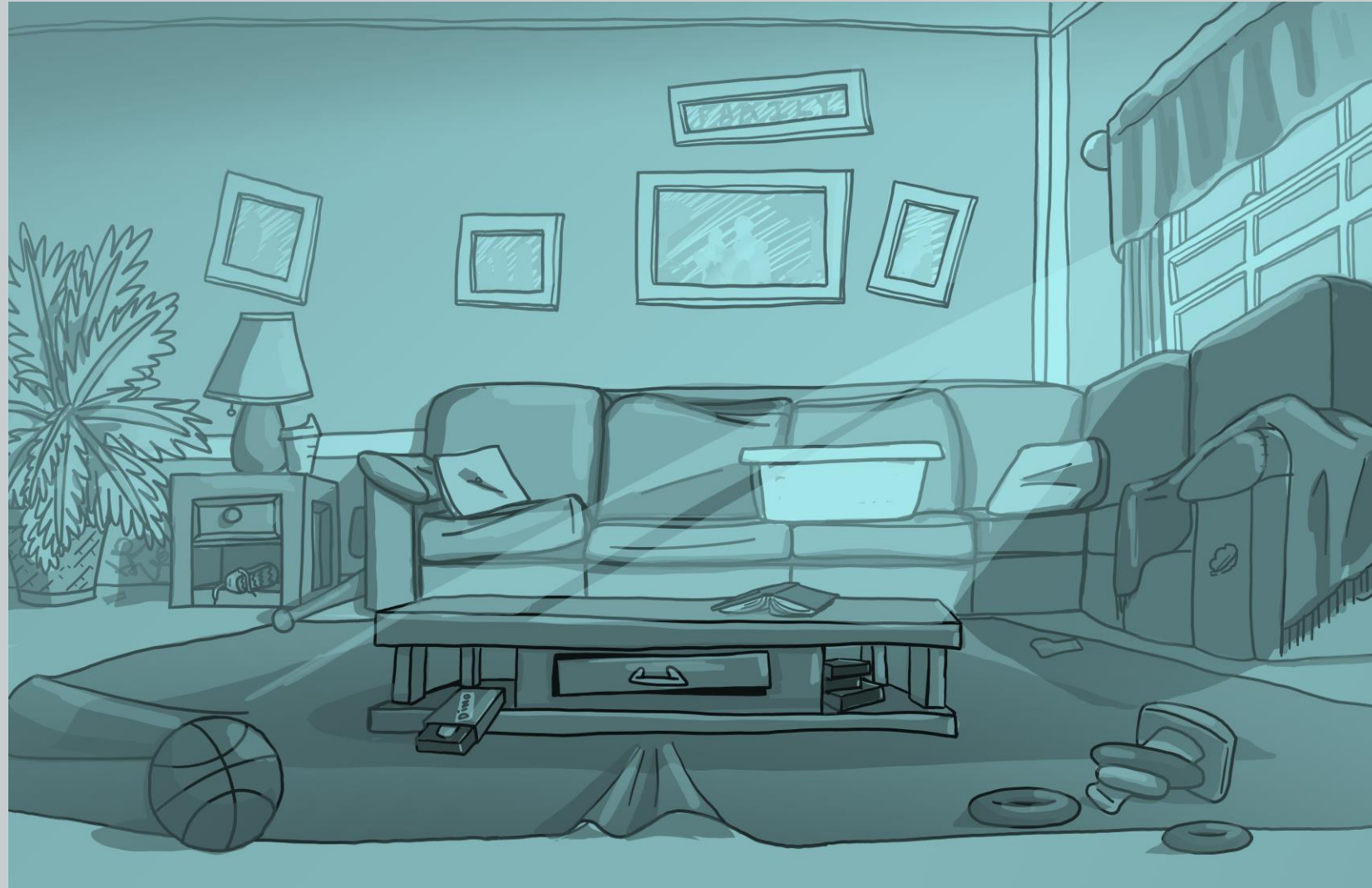
# Siblings - Environments



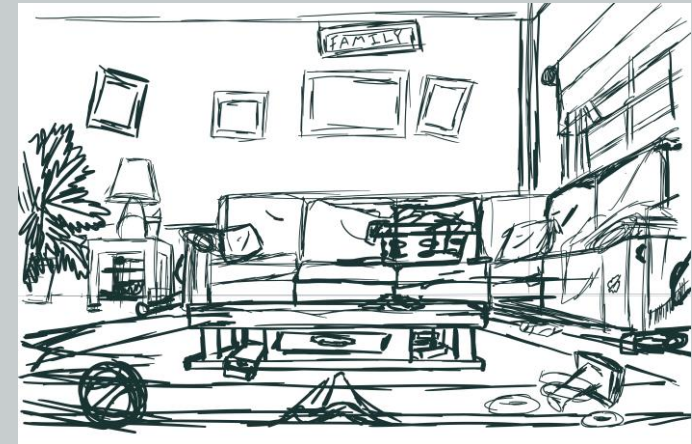
The world that these children live in should be relatable and familiar to anyone that has ever grown up in a small town . The stories that it tells are ones that all children have tried on some level on their journey through childhood. Children's perspectives are often warped and unsteady. I tried to reflect this in the designed and not letting any ling be truly perfectly straight. Their perception is still flexible. Is that a box, or a space ship? Is that rotted plywood, or equipment for the world's biggest and best tricycle ramp?

Software: Photoshop

# Siblings - Environments



The interiors of the house should look lived in and always messy in some regard. Children live here. Things will be broken, things will be stained, and things will certainly be left out that are tripping hazards for any unfortunate adult not watching their steps. But there will be a cozy feeling to it as well. Sunlight let in, blankets out, pictures of family on the wall. A true home.



Software: Photoshop



# Siblings - Environments

Environments will be chaotic but unified in the chaos and mess. Here is a shot of children playing hide and seek, interacting with an environment that is clearly used regularly.



Software: Photoshop



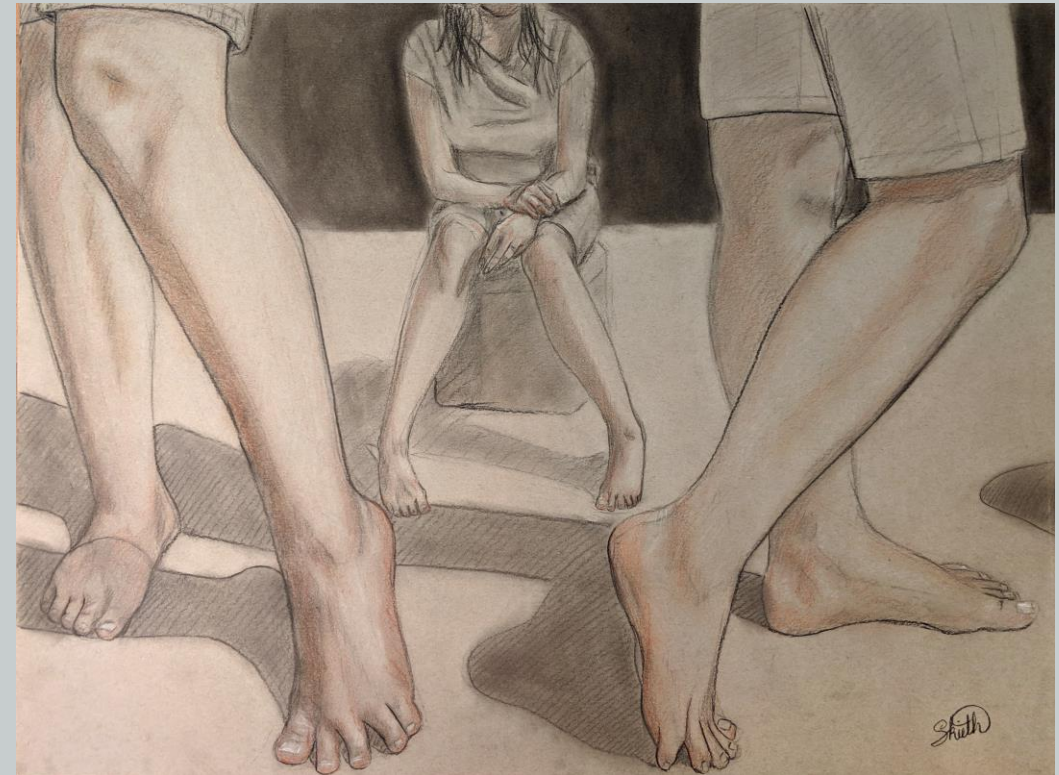


# Foundation Skills



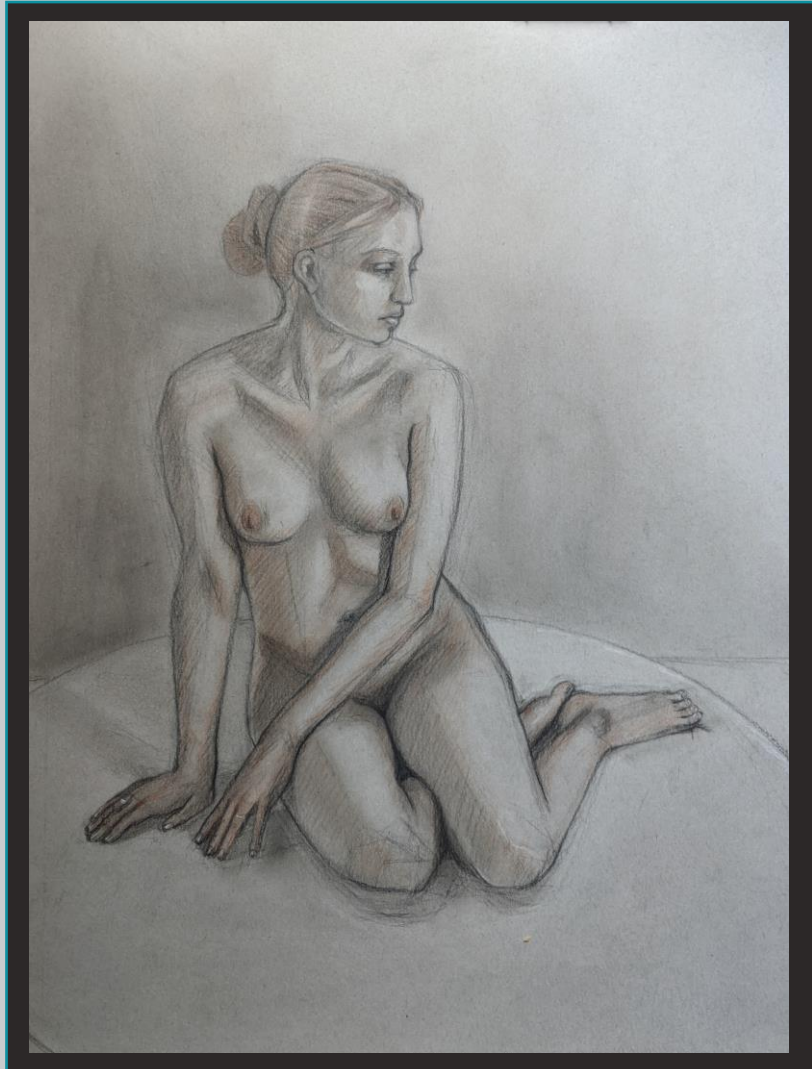
Above: Hand Study. Left: Foot Study; materials: Charcoal and Sanguine Crayon

Studies of the hands and feet. I wanted to study the anatomy of them, as well as the shadows they would cast, breaking up the negative space.





# Foundation Skills

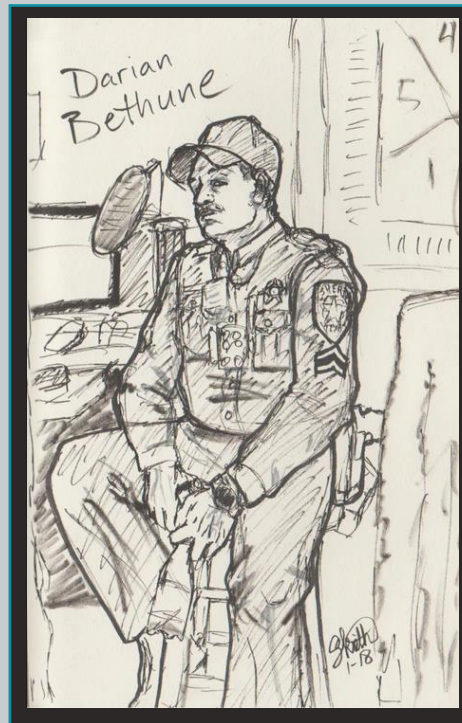


Studying from life both artistically, and experience, I use what I have learned as a solid base to build off of and then conform it to the story I want it to tell with each image.

Left: Figure Life Drawing Study. Charcoal and Sanguine Crayon

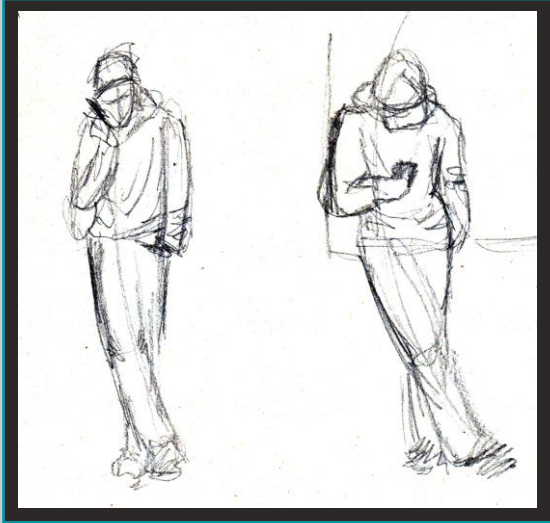
Middle: Live Figure Drawing Ten Minutes, Sharpie

Right: Self Portrait, Arcylic on 2x2.5 paper





# Foundation Skills



Left and Right: Live Three Minute Gesture Life Studies, Charcoal Pencil  
Middle: Live Five Minute Life Study, Graphite





# Foundation Skills

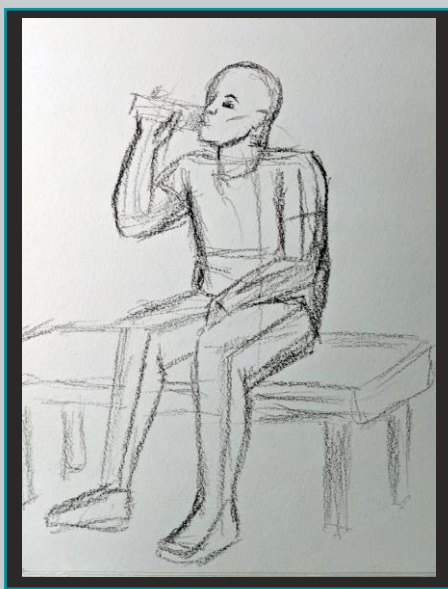
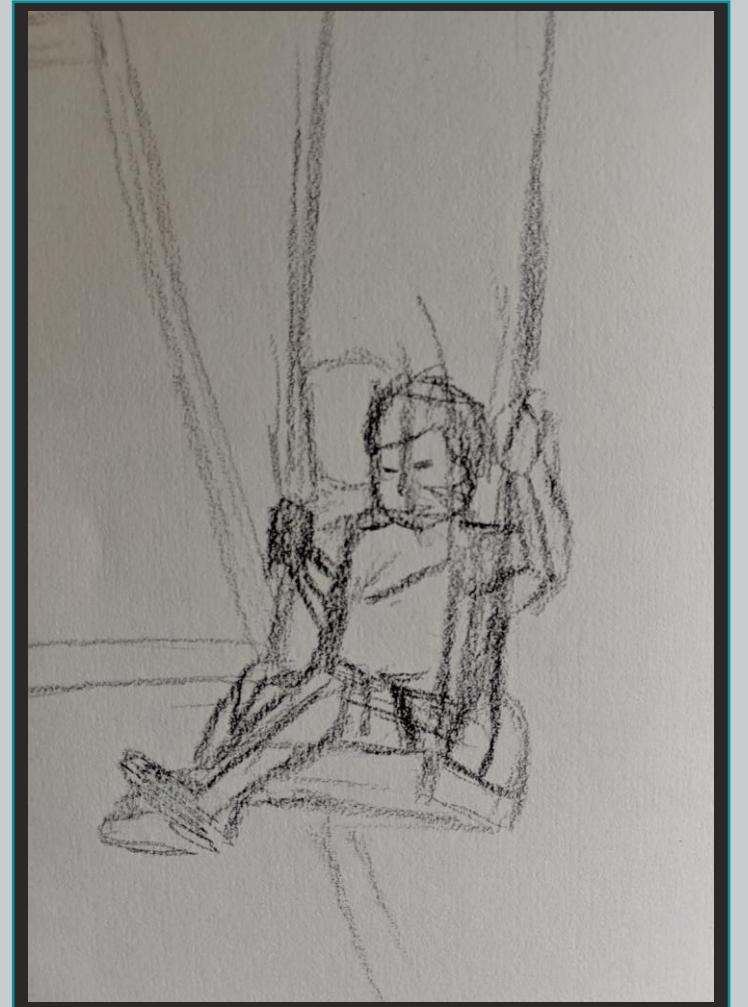
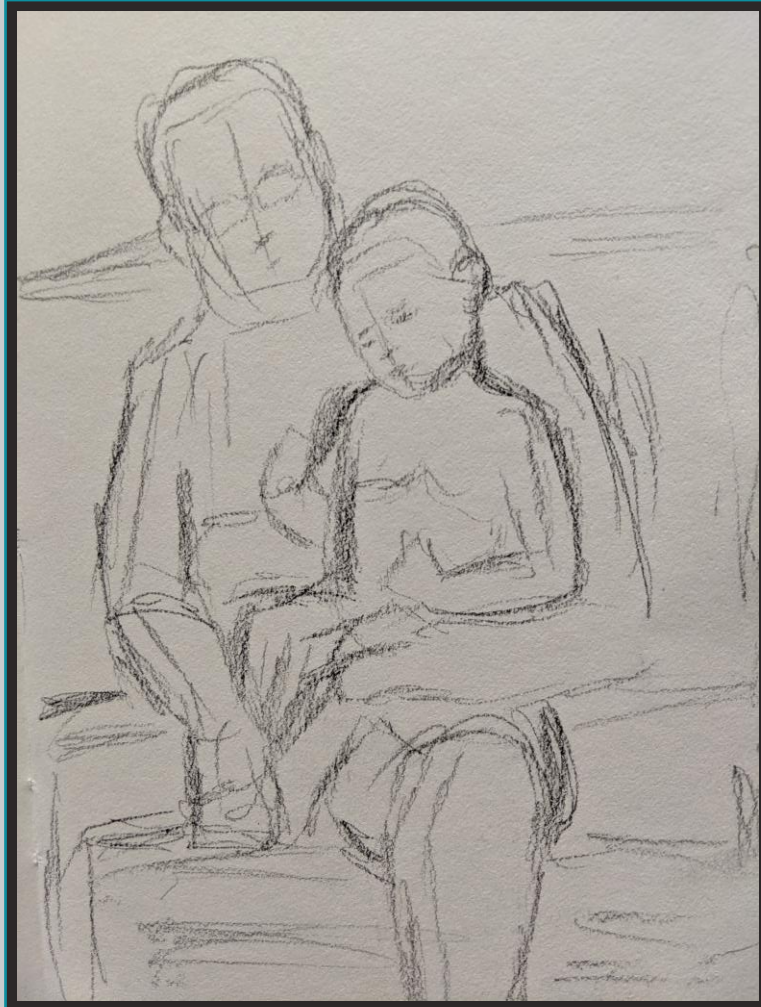


Photo Three Minute  
Gesture Life Studies: Gym,  
charcoal pencil



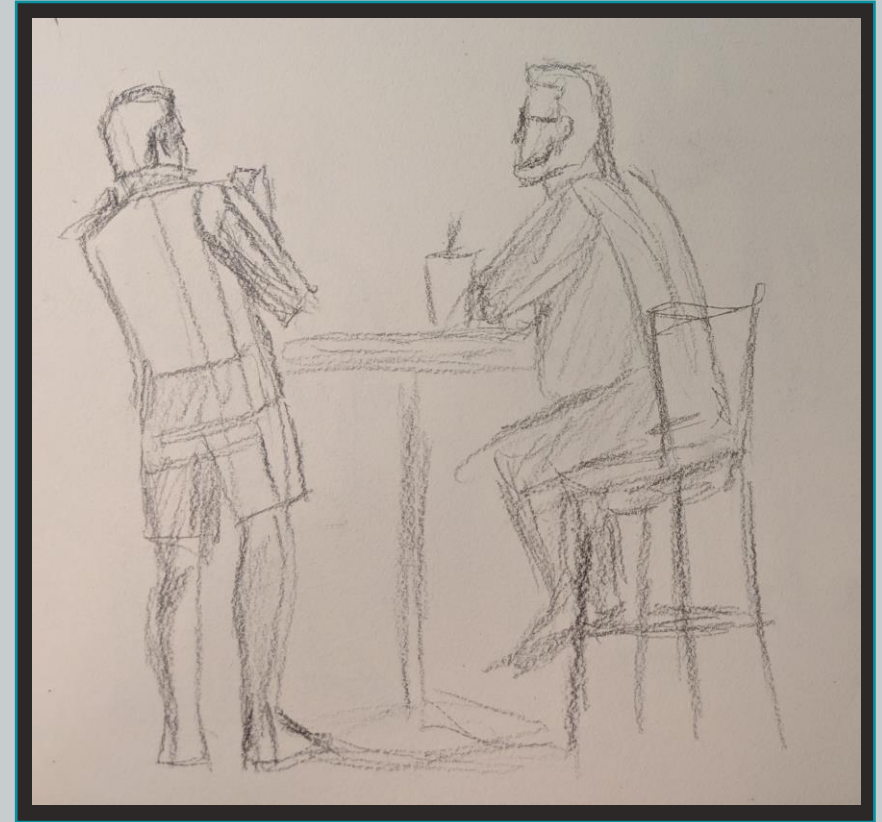
# Foundation Skills



Live Three Minute Gesture Studies: Misc, Charcoal Pencil



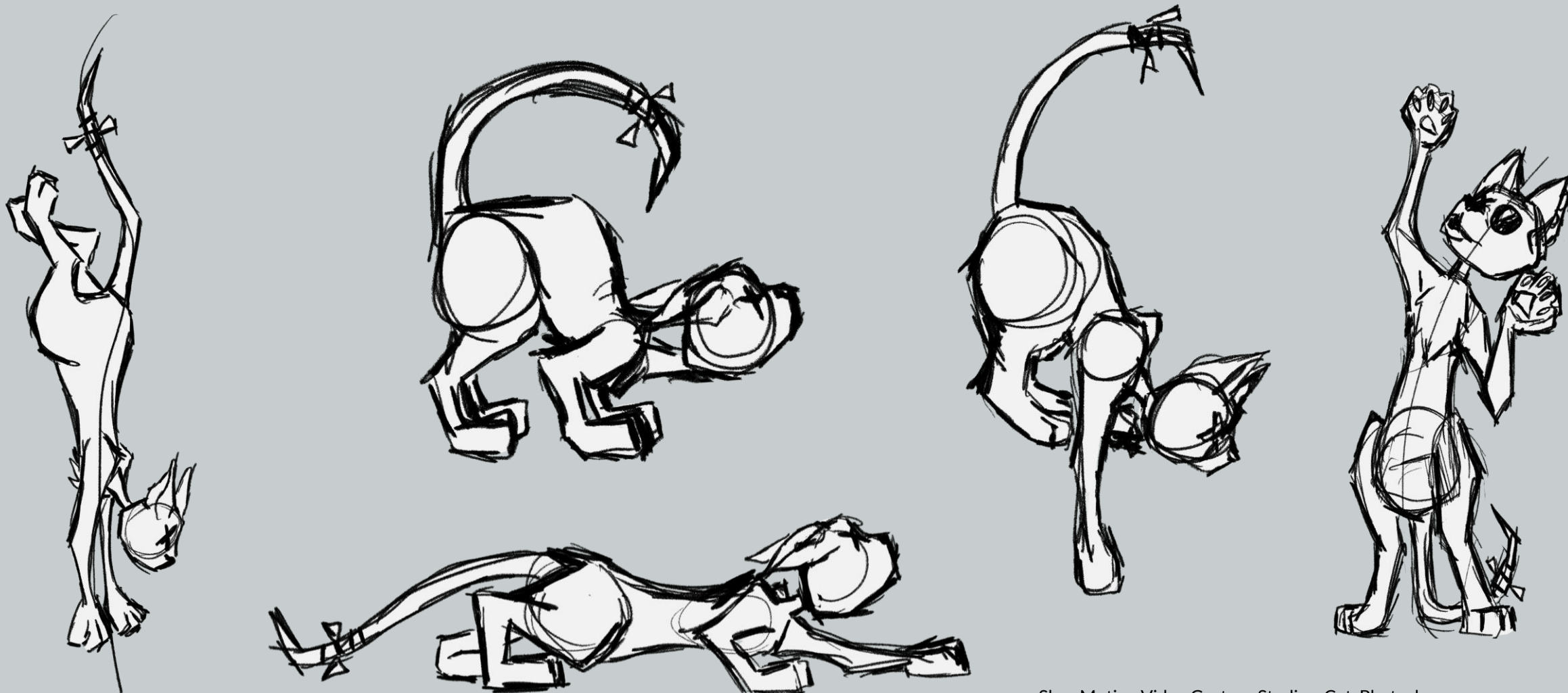
# Foundation Skills



Live Three Minute Gesture Studies  
Left: Farmers Market  
Right: Local Pub



# Foundation Skills



Slow Motion Video Gesture Studies: Cat, Photoshop

Skieth Webb studied storyboarding and 3D character animation at Savannah's College of Art and Design. Previously working as a restaurant manager, 911 operator and a call quality evaluator, she is now focusing on bringing unique and creative stories to life.

If interested in working with Skieth, please send and email to [Skieth.Webb@gmail.com](mailto:Skieth.Webb@gmail.com)

